

Curriculum Overview for Year 2

Mathematics

Number/Calculation

- ☑ Know 2, 5, 10x tables
- ☑ Begin to use place value (T/U)
- ☑ Count in 2s, 3s, 5s & 10s
- ☑ Identify, represent & estimate numbers
- ☑ Compare / order numbers, inc. < > =
- ☑ Write numbers to 100
- ☑ Know number facts to 20 (+ related to 100)
- ☑ Use x and ÷ symbols
- ☑ Recognise commutative property of multiplication

Fractions

- ☑ Find and write simple fractions
- ☑ Understand equivalence of e.g. $2/4 = 1/2$

Geometry & Measures

- ☑ Know and use standard measures
- ☑ Read scales to nearest whole unit
- ☑ Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds
- ☑ Tell time to the nearest 5 minutes
- ☑ Identify & sort 2-d & 3-d shapes
- ☑ Identify 2-d shapes on 3-d surfaces
- ☑ Order and arrange mathematical objects
- ☑ Use terminology of position & movement

Data

- ☑ Interpret simple tables & pictograms
- ☑ Ask & answer comparison questions
- ☑ Ask & answer questions about totalling

English

Reading

- ☑ Develop phonics until decoding secure
- ☑ Read common suffixes
- ☑ Read & re-read phonic-appropriate books
- ☑ Read common 'exception' words
- ☑ Discuss & express views about fiction, non-fiction & poetry
- ☑ Become familiar with & retell stories
- ☑ Ask & answer questions; make predictions
- ☑ Begin to make inferences

Speaking & Listening

- ☑ Articulate & justify answers
- ☑ Initiate & respond to comments
- ☑ Use spoken language to develop understanding

Writing

- ☑ Spell by segmenting into phonemes
- ☑ Learn to spell common 'exception' words
- ☑ Spell using common suffixes, etc.
- ☑ Use appropriate size letters & spaces
- ☑ Develop positive attitude & stamina for writing
- ☑ Begin to plan ideas for writing
- ☑ Record ideas sentence-by-sentence
- ☑ Make simple additions & changes after proof-reading

Grammar

- ☑ Use . ! ? , " " and '
- ☑ Use simple conjunctions
- ☑ Begin to expand noun phrases
- ☑ Use some features of standard English

Science

Biology

- ☑ Differentiate living, dead and non-living
- ☑ Growing plants (water, light, warmth)
- ☑ Basic needs of animals & offspring
- ☑ Simple food chains & habitats

Physics

- ☑ Compare things moving on different surfaces
- ☑ Observe & name a variety of sound sources
- ☑ Recognise that sound gets fainter with distance

Chemistry

- ☑ Identify and compare uses of different materials
- ☑ Seasonal changes

Learning Challenge

- How can we grow our own salad?
- Why would a penguin not make a good pet?
- What is our school made of?
- Where do rockets come from?
- How will 5 a day help me be healthy?

Geography (Y2)

- ☑ Name & locate the world's continents and oceans
 - ☑ Compare a local area to a non-European country
 - ☑ Use basic vocabulary to describe a less familiar area- Bury-London contrast
 - ☑ Use aerial images and other models to create simple plans and maps, using symbols
 - ☑ Use simple fieldwork and observational skills to study the immediate environment- Bury/Manchester/Antarctica
- ### Learning Challenge
- Why can't Meerkats go to the South Pole?
 - What does Australia look like?
 - What is exciting about our town?

History (KS1)

Key Concept

- ☑ Changes in living memory (linked to aspects of national life where appropriate)- Key Individuals
- ☑ Lives of significant historical figures, including comparison of those from different periods
- ☑ Significant local people

Key Events

- ☑ Great Fire of London
- ☑ The Great Plague
- ☑ Lowry
- ☑ Scott of Antarctica

Learning Challenge

- Why was Scott a brave person?
- What were people like 100 years ago in Manchester?

Religious Education

- ☑ Judaism and Christianity: -Torah-Shabbat-Bible
- ☑ Bible stories and teaching through stories
- ☑ Beliefs and practice
- ☑ Expressions of belonging

SMSC and PSHE

- ☑ Feelings and emotions
- ☑ Staying safe
- ☑ Healthy choices
- ☑ Changes and growing up

Computing (KS1)

- ☑ Understand use of algorithms
- ☑ Write & test simple programs
- ☑ Use logical reasoning to make predictions
- ☑ Organise, store, retrieve & manipulate data
- ☑ Communicate online safely and respectfully
- ☑ Recognise uses of IT outside of school

Art & Design (KS1)

- ☑ Use a range of materials
 - ☑ Use drawing, painting and sculpture
 - ☑ Develop techniques of colour, pattern, texture, line, shape, form and space
 - ☑ Learn about a range of artists, craftsmen and designers: Lowry and Monet
- ### Learning Challenge
- What is a 'still life' and how do the characters feel in these pictures?
 - How can we print a Great Fire city landscape?
 - What does Australia look like?
 - What does Antarctica look like?

Design & Technology (KS1)

- ☑ Design purposeful, functional & appealing products
 - ☑ Generate, model & communicate ideas
 - ☑ Use range of tools & materials to complete practical tasks
 - ☑ Evaluate existing products & own ideas
 - ☑ Build and improve structures & mechanisms- Castles
 - ☑ Understand where food comes from
- ### Learning Challenge
- How shall we float our boat?
 - What will go inside and outside our pots?
 - What shall we have in our sandwiches today??

Music (KS1)

- ☑ Sing songs
- ☑ Play tuned & untuned instruments musically
- ☑ Listen & understand live and recorded music
- ☑ Make and combine sounds musically

Physical Education (KS1)

- ☑ Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination
- ☑ Participate in team games
- ☑ Perform dances using simple movement

Modern Languages

- ☑ Engage in simple conversations
- ☑ Listen to and understand commands, questions and statements and react to them
- ☑ Extend recognition of the written word
- ☑ Extend the memory by recalling numbers, song words and colours